

**FREE**  
Premier Issue

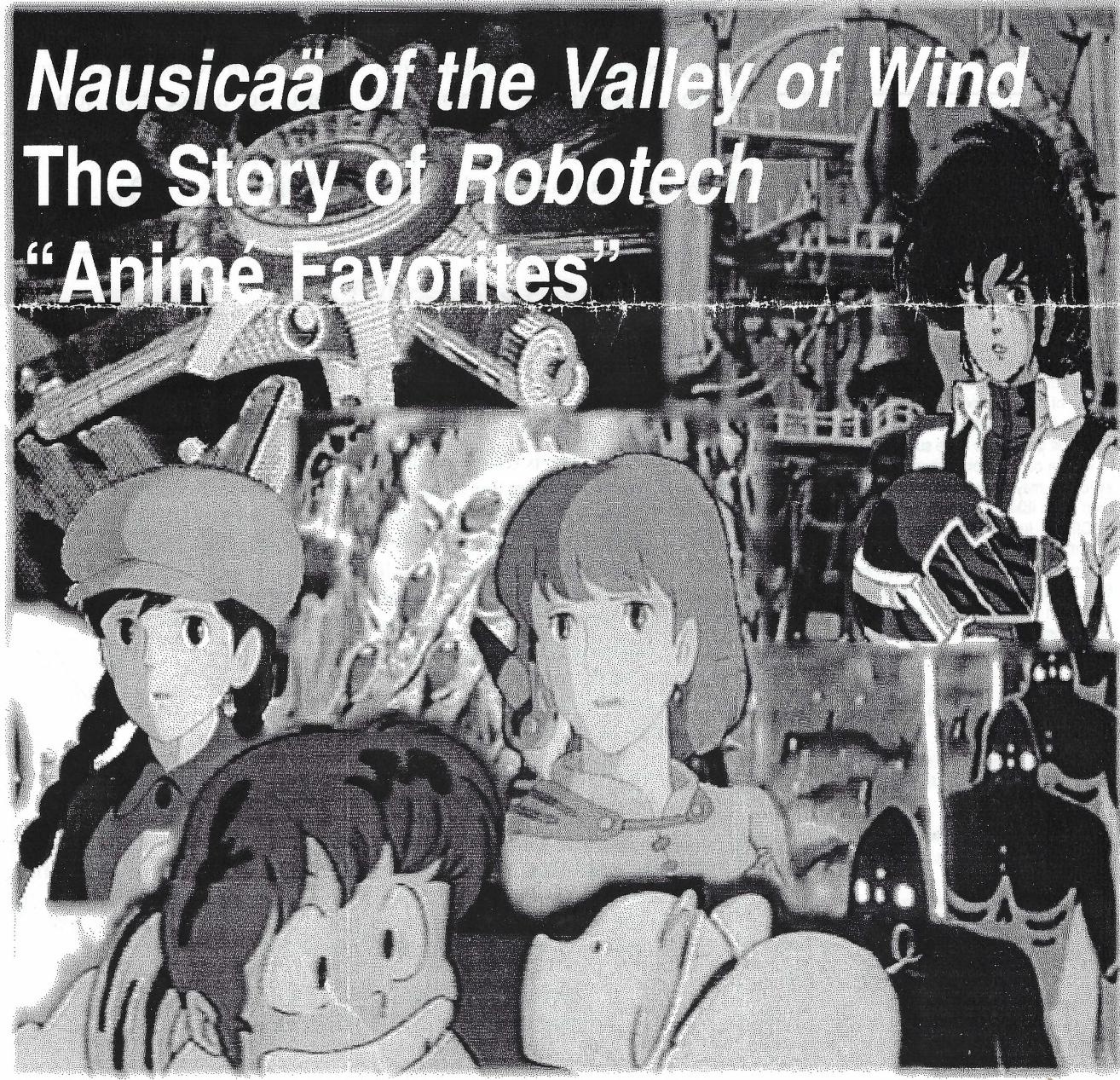
# JAPANESE ANIMATION News & Review

ISSUE 1, VOLUME 1

JANUARY 1991

*The Official Newsletter of the Hokubei Animé-kai  
(North American Animé Circle)*

***Nausicaä of the Valley of Wind*  
*The Story of Robotech*  
*“Animé Favorites”***



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Cover Design created by  
Mark Weiss, using a TARGA32  
graphics workstation.

## Japanese Animation News & Review

Contributions to *Japanese Animation News & Review* must be received on or before the second Friday of even-numbered months. Only material relating to Japanese Animation will be accepted. Fan art is acceptable if it is submitted in black ink.

Written contributions (translations, song lyrics, synopsis) may be submitted in either typewritten form or on IBM-compatible 5 1/4-inch diskettes as ASCII text (using your wordprocessor's "ASCII export" capability). Articles may also be sent to us via modem by uploading them to Creative Edge BBS, (203) 743-4044, in File Area #19, "Japanese Animation Fan Club". Be sure to leave a description indicating that it is a submission for the *Japanese Animation News & Review*.

The Japanese Animation News & Review,  
P.O. Box 279, Botsford, CT 06404, USA.

Publisher      Editor-in-Chief  
Bill Ames      Mark A. Weiss

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## Editor's Message...



Welcome to the premier issue of *Japanese Animation News & Review*! We hope you enjoy this issue and find it informative and thought-provoking.

Due to the fact that Animé-related activity is less than plentiful in New England, we felt the need for a good quality Animé journal to spread the word of this unique art form and entertainment medium.

The *Japanese Animation News & Review* will provide stories on new, existing and, when possible, upcoming Japanese animated films, series and OVAs. We'll also publish artwork submitted by our readers who, themselves are

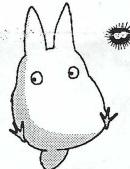
aspiring "Japanese animators" (or just simply enjoy drawing their favorite characters, mecha or scenery), as well as fan-supplied synopsises, translations and reviews on their favorite Animé.

In addition, future issues will feature a "Letters" column, so everyone has an open forum to voice their opinions about Animé. Of course, we're open to your suggestions for things you would like to see in *Japanese Animation News & Review*. We want to make this journal a leader in the world of Animé fan readership.

Enjoy!

Mark

## Publisher's Corner



Publishing an animé fan newsletter such as this one is a labor of love. The rewards come from knowing that more and more individuals will be able to enjoy the best of the Japanese animé and music available. When we talk about some particular animé, a music sound track, manga, other fan publications or professionally produced animé magazines we do so to enable you to be made aware of them. We encourage you to subscribe to or join as many animé

groups or publications that your pocket book can support. Your suggestions and comments are requested and I hope you will see fit to join our new animé fan circle, Hokubei Animé-kai.

PS: Any Prodigy members may contact me at DVPT93A.

Bill

### BECOMING A MEMBER:

The *Japanese Animation News & Review* is published bi-monthly by the Hokubei Animé-kai and is included with membership in our association; membership dues are \$12 per year in U.S.A., A.P.O.s and F.P.O.s; \$14 per year in Canada; \$24 elsewhere (via airmail). All payments must be made in U.S. funds drawn on account in U.S. or postal money order.

Make checks payable to Bill Ames. Send to:  
Hokubei Animé-kai, P.O. Box 279, Botsford, CT 06404.

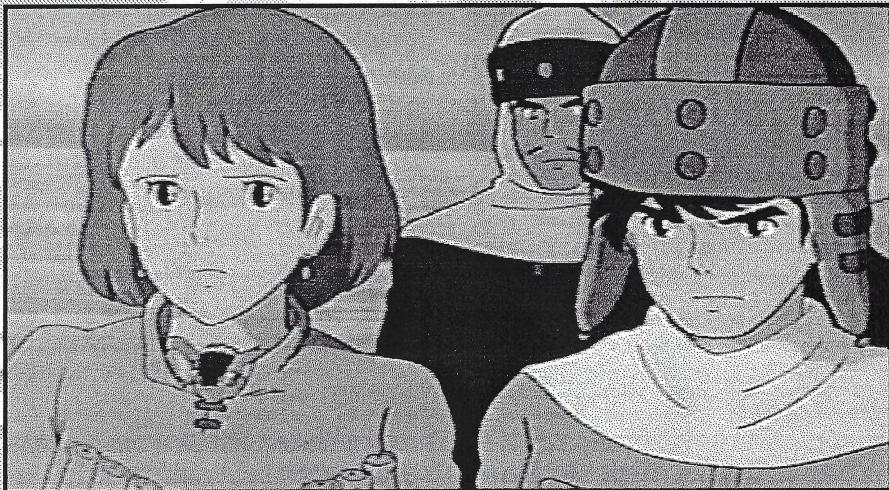
# Nausicaä of The Valley of the Wind

MOVIE REVIEW by MARK WEISS

Once in a lifetime, there arrives a film saga which grips one to the very core. A saga with a main heroine who seems to capture our hearts and souls as Jesus did the Christians'. Just such a story is *Nausicaä of the Valley of Wind*.

The hatred of the human race has swelled into a war they called the Seven Days of Fire. A terrible weapon, biogenetically-engineered, has been used with catastrophic results. The earth lay as a barren wasteland. The atmosphere poisoned, few survivors and few remnants of technology remain. A new species of giant insects has come into being. They live in a poisonous forest, known as the sea of corruption.

Of the few surviving populations, there exists a small com-



Nausicaä and Asbel

quite well in fact.

Trouble is soon to enter the peaceful kingdom there. A Torumekian freighter, bearing a dangerous cargo, crashes nearby one evening. The egg of a **Giant God Soldier** is the sole survivor of the crash. It was excavated from the soil in the country of Pejite, another kingdom of basically good people. The Torumekians have other plans though. A war-like nation, they seek to raise the God Soldier to maturity and use it as a tool of conquest.

Meanwhile, Nausicaä is studying the plants of this poison forest. Throughout the story, she soon discovers the real purpose of the forest—that it's slowly purifying the air and water. The rest of the people don't see it that way. They intend to burn off the forest using the God Soldier. Nausicaä realizes this would seal earth's doom, so she must stop this from happening.

Fortunately, Nausicaä has a powerful ally in the Ohmu, giant insects, 70 meters in length and possessing fourteen eyes. Nausicaä has a psychic connection and empathy with these fearsome

creatures. In a flashback to her childhood, we learn why: she adored the baby Ohmu and tried to protect it from the humans who tried to kill it. The Ohmu know she is their friend and they repay her many times near the end of the film.

In the film, she is the messiah. One can think of her as the female equivalent of Jesus, for she had the power to heal (and in the manga, to talk to the dead as well), the power to control others for the purpose of preventing harm and a tremendous love for every living creature. She is the most responsible person one could ever imagine. Very alert and quick-thinking, she sizes a situation up—very often before her elders even know what's going on. It's a sheer joy to see this kind of consciousness packaged in such a beautiful manner. A beautiful girl, yet more than equal to any man—both in endurance as well as intelligence.

*Nausicaä in the Valley of Wind* is also available as a manga (in English) from Viz Comics. It is meticulously translated, keeping the full integrity of the original Japanese. An obligatory reading. □



Nausicaä, watercolor by Hayao Miyazaki

munity of about 500 villagers who live a simple agrarian lifestyle. They live in a valley, protected from the poisonous emissions from the forest by a fresh sea breeze.

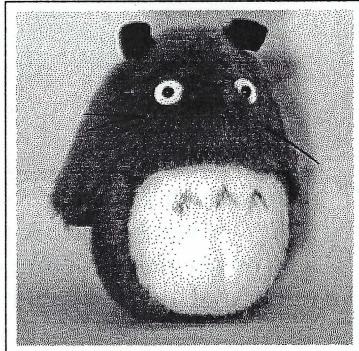
Nausicaä is a princess, the only survivor of eleven children born to King Jiru. She learned her skills at using the wind from the famous swordsman, known throughout the land as Yupa. She has learned

# LASER VIDEO DISCS AND PLAYERS

Although the laser disc players are still quite expensive, the laser disc is the choice of the most dedicated animé fans when it comes to getting the most enjoyment out of their favorite animé series. Obtaining the discs is still not an easy task and the cost can be significant if you desire to obtain a complete series

such as the *Urusei Yatsura* television episodes, well in excess of \$2000.

If anyone has information or stories to tell about their quest for the best laser disc player or how they managed to get their favorite animé on a laser disc then please send the details and we will share it with all who read this newsletter. □



Totoro dolls are rare in the States, but the Editor was fortunate to receive this one as a gift from a Japanese pen pal.



## Where Can I Get Animé?

All sorts of Animé items, such as books, manga, videos and CDs can be bought from shops, such as those listed here:

**Nikaku Animart**  
615 N. 6th, San José, CA 95112  
(408) 971-2822

**Books Nippan**  
1123 Dominguez St.  
Unit K, Carson, CA 90746

We'll list additional dealers in Animé goods in future issues. Dealers are welcome to submit the name, address and telephone number of their store and send them to us for inclusion here.



### Critical Review of Animé Soundtrack & Background (BGM) Music (A Cassette Sampler)

Hear portions of the music everyone's talking about! This is an exclusive sampler of some of the most exciting BackGround Music soundtracks ever recorded.

Send \$3.00 to cover postage & handling to:  
Hokubei Animé-kai  
BGM Sampler  
P.O. Box 279  
Botsford, CT 06404

Make check payable to Bill Ames.

## DIRECTORY OF ANIMÉ FAN PUBLICATIONS

The newsletters and magazines (some include club memberships with their publications) listed here are dedicated to the discussion and/or review of Animé films, manga and soundtrack recordings:

Publication	Address	Schedule	Price
<i>The Rose</i>	Animé Hasshin c/o Lorraine Savage P.O. Box 132 Warren, R.I. 02885	6 issues /yr.	\$12.00
<i>Final Stop Andromeda</i>	Boston Japanimation Society c/o Paul Burgholzer 48 Summit St. Halifax, MA 02338	6 issues /yr.	\$7.00

Prices are subject to change and may not reflect the current club membership or subscription price in all cases. Please be sure to check with the organization, as to the current price before ordering.

## DIRECTORY OF COMPUTER BULLETIN BOARDS

The BBSs listed here carry Animé-related discussions and/or nationwide echomail conferences. Many also carry a good assortment of GIF graphic files relating to Animé, as well as plot synopsises and scripts. Most of the BBSs listed here support callers from 300-2400 baud, some higher. Set your communications software for no parity, 8 bits and 1 stop bit (N,8,1).

BBS Name	Phone No.
Animag's Valley of the Wind	(415) 341-5986
Creative Edge BBS	(203) 743-4044*
Dragon's Lair BBS	(415) 876-0299
2032 BBS	(305) 384-9566
Paradise II BBS	(203) 746-9941
Tomcat BBS	(609) 877-0703
The Web BBS	(203) 790-6612*

\* Bill & Mark frequent these boards.

# BACKGROUND OF ROBOTECH — Part I

by MARK WEISS

The story of *Robotech* actually has its roots in Japan. All of the animation was created by Tatsunoko Productions. Actually, *Robotech* is a combination of three separate Japanese shows: *Macross*, *Southern Cross* and *Genesis Climber Mospeada*. *Robotech* was first conceived in the United States in late 1984 and was the brainchild of Carl Macek and Frank Agrama, both with Harmony Gold, U.S.A., a television syndication firm located in Los Angeles, California. Carl believed that in America "...the audience for animation is, by and large, intelligent and inquisitive." He wanted to put together a show which would be suitable to all ages and combine the best in Japanese animation with a superior story line. To make a long story short, he succeeded in a grand way. *Robotech* became a legend in its own time. It developed a strong following of fans all over the free world. Plans were made in early 1986 for a sequel, or continuation of the *Robotech* saga. This sequel would be known as *The Sentinels*. For this, Harmony Gold turned to Japan with the idea of creating all new animation exclusively for the American television market. This would be a novel approach, because up until that time, just about all animation on American television was derived from previously-existing Japanese animated shows. *The Sentinels* would use all new footage. Plans were set into motion and storyboards were drawn up. Everything seemed to be going well until late summer 1986. The U.S. Dollar fell sharply against the Yen, driving the cost of production beyond the budget which was allocated for Harmony Gold's project. Other producers of cartoons were also running "first-run" animation, making *Robotech* lose the novelty of being the first and only show to use first-run original animation. In addition, toy sales, which largely fund the show's production costs, were sluggish. In the end, production was halted after only three episodes were produced.

## ❖ THE STORY BEGINS ❖

### *Macross Saga*

#### Main Characters:

**Rick Hunter** — originally an amateur pilot, who joins the Robotech Defense Force.

**Lisa Hayes** — Rick's commanding officer and eventually, love interest.

**Lynn Minmei** — a young singing star who contributes to the defense effort, using her singing talent in a unique way.

**Henry Gloval** — the original captain of the SD-F1.

**Roy Fokker** — Rick's mentor and best friend.

**Claudia Grant** — a communications officer on the SD-F1 and Roy's love interest..

**Maximilian Sterling** — The RDF's ace pilot, under Rick Hunter's command, he eventually gets romantically involved with a female fighter pilot of the Zentraedi Forces.

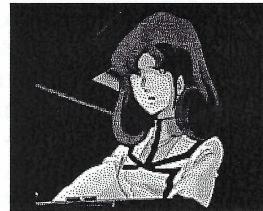
**The Zentraedi** — a race of aliens created by the Robotech Masters. Most notable are Breetai, the commander of the first Zentraedi fleet which locates the SD-F1 on earth, Exedore, advisor to Breetai, Khyron, commander of the Botoru Battallion, which is called in when Breetai's attempts to take the SD-F1 are repeatedly foiled by the Micronians. Later on we meet Miriya Parino, who is an ace pilot with the Zentraedi forces.

She later becomes romantically involved with Max Sterling.

**The Macross Saga:** The story of *Robotech* opens in the year 1999. The world is engaged in a civil war at the time. Suddenly an alien spacecraft, of a size never conceived of before, crash lands on a small island in the South Pacific, called Macross Island. The world takes a break from its activities of war-making and top scientists set out to explore this extra-terrestrial visitor. They discover a new energy source called Protoculture, a form of bio-energy given off by the mutated plants known as the **Flowers of Life**. From this new discovery, scientists and engineers were able to create a new technology, called **Robotechology**, a bio link between man and machines. New and powerful weapons and armaments far greater than anything up to that time were created from the materials found on the space fortress. Among these was the famed **Veritech Fighter**, a transformable aircraft which could transform from a robot into a plane as needed to suit the combat situation. By the year 2009, the crashed space fortress had been completely reconstructed by earth



Rick Hunter



Lisa Hayes



Lynn Minmei



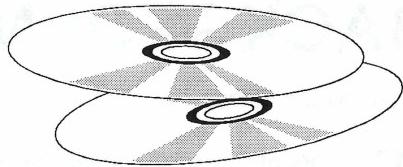
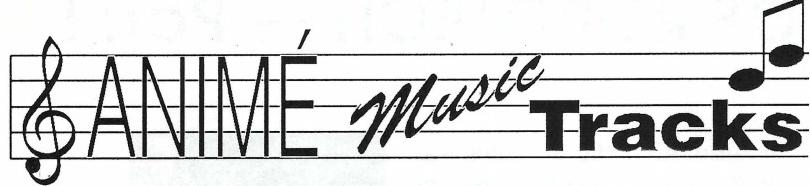
Roy Fokker



Captain Henry J. Gloval

scientists and was ready for its maiden flight as earth's new defender. Unbeknown to the people on Earth, the owners of the space fortress, the **Robotech Masters**, had sent their armies of giant Zentraedi warriors to find and recapture the fortress.

In our next installment, we'll get into the events that begin a great war between the Zentraedi and the earth's defense forces, as well as take a more in-depth look at the characters and their personal lives. □



## ANIMÉ SOUND TRACKS AND MUSIC

Some of the most enjoyable music I have experienced was first heard while watching various animé shows. At that time I did not know how extensive the music associated with the animé world would prove to be. In an attempt to obtain some of the music from the *Urusei Yatsura* series I was directed to make a request to one of the tape traders mentioned in one of the animé newsletters. This I did and was most fortunate to eventually make use of the favors of a most interesting trader. One of the requests that I made was to ask for selections of music that he thought that I might enjoy. What happened was that almost everything he recommended (by copying selected tracks onto the tapes I sent) was so enjoyable that I subsequently purchased CD's of almost all of them. Some of the friends that I have made through my

introduction to animé share my enthusiasm for the music and I would very much like to know what your favorites are. Currently my most played music from animé comes from two Project A-ko CD's. The particulars are:

### PROJECT A-KO ORIGINAL SOUNDTRACK -

POLYSTAR H35R-20004 (tracks 1,2,4,7,11,12)

### PROJECT A-KO DJ SPECIAL -

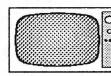
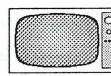
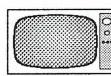
PONY CANYON PCCG-00007 (tracks 2,4,6,7,9)

Both were obtained at Nikaku Animart.

And not to forget, a whole bunch of thanks to Tom Miller, the tape trader who was so helpful in getting me exposed to a variety of animé music. □

## ANIMÉ FAVORITES

There are a great many animé series out there to be viewed and enjoyed. The following list is just part of those that we are aware of. Thanks to a variety of sources, including; the fan publications *The Rose* and *Final Stop Andromeda*, program books from various cons, catalogs from various animé dealers and many of the professional animé publications now on the market. Note that the titles in [ ] are the English titles that may have been used. Any additions or corrections to this list are expected, requested and appreciated.



Ai City (Love City)

Akira

Amazing 3

Andromeda Stories

[Gemeni Prophecies]

Angel Cop

Angel's Egg (Tenshi no Tamago)

[In The Aftermath]

Appleseed

Area 88

Arion

Ashita no Joe

[Rockey Joe]

Baldios

[Space Warriors]

Birth

[World of the Talisman]

Black Magic M-66

Border Planet

Bubble Gum Crisis

California Crisis

Captain Harlock and the 1000 Year Queen

Cat's Eye

City Hunter

Crusher Joe

Cutie Honey

*continued next page*

## MUSIC AND VIDEO SAMPLERS

It would have been very desirable for me when I was just getting into this animé hobby to have been exposed to some of the better animé and associated music at the start. Well, that did not happen but it is a problem that I can resolve for new or potential fans. This club is going to make some sample tapes, first music and then video, that will give a brief discussion of the tapes contents and then some samples for review. The tapes will include enough information so you can identify the material if you desire to obtain it through commercial sources or tape traders. Look for the announcement in this issue that gives the details on how to obtain these tapes. If you have some favorite material that you think should be included then send it to me, be sure to include accurate titles, reference numbers, track number etc. □

## GLOSSARY OF TERMINOLOGY

*Animé*

ah•nee•may – commonly accepted term for Japanese Animation.

*APA*

A•P•A – (Amateur Press Association) a fanzine written & distributed by a group of 20 or so people who photocopy their work and send it to a central mailer. The CM then re-distributes it to all the members, usually bi-monthly.

*Echomail*

ek•oh•mail – a computerized method of exchanging electronic letters in a public conference via modems.

*Foley*

*GIF*

*Manga*

*Mook*

*OVA*

fo•ee – the art of creating sound effects for movies.

jif – anachronym for Graphic Interchange Format, which was originally developed for CompuServe™ as a common format for exchange of color pictures.

man•ga – a Japanese comic book style. It is read from right to left and from the top down.

mook – Japanese term for magazine-sized book.

O•V•A – anachronym for Original Video Animation.

# the J.A.N.R. LETTERS Page

Send correspondence to:

Hokubei Animé-kai  
J. A. N. R. "Letters" Page  
P.O. Box 279  
Botsford, CT 06404

## Coming Soon:

The J.A.N.R. Letters Page! We're reserving space in our next issue for feedback from our readers to appear. Write to us and tell us what you'd like to see in an Animé newsletter. It is our intention to serve the community of Animé Fandom with this publication in a way which is responsive to the needs of its readers.

If you have suggestions for shaping our newsletter to better serve you, we'd like to hear from you. This is also a place to air your reactions to Animé which you've been exposed to, or rave about that new soundtrack album you may have bought recently.

Some ways to make your submissions

more convenient for us (and hence stand a better chance of publication because we don't need to re-type) is to send your letters on IBM-compatible 5 1/4-inch diskettes, or upload the text of your letter to the BBS & File Area listed on Page 2, making certain to label it as a submission to the "J.A.N.R. Letters Page".

### Animé Favorites, continued

Cyborg 009 Legend of Super Galaxy [Defenders of the Vortex]	Hokuto no Ken	Orange City	Techno Voyager
Dagger of Kamui (Kamui no Ken) [Revenge of the Ninja Warrior]	Hoto Den	Orange Road	[Thunderbirds 2086]
Daicon	Humanoid	Orguss Memorial	Tetsujin 28 Go (Iron Man 28)
Daimos [Starbirds]	Iczer One	Outlanders	[Gigantor]
Dairugger XV & Go Lion [Voltron]	Illusion Fighter Leda	Penguin's Memory	Tetsuwlan Atom
Dallos [Battle for Moonstation Dallos]	Iron Q Super Kid Ikkiman	Phoenix 2772	[Astro Boy]
Danguard Ace	Jungle Emperor	[Space Firebird]	TO-Y
Deru Power X	Kiki's Delivery Service	Pink Noise	Tobi Kage
Desslok's Revenge	Labyrinth Stories (Manie Manie)	Project AKO	Tobor the 8th Man
Devilman	Laputa, The Castle in the Sky	Ranma 1/2	Tonari no Totoro
Digital Devil	Laughing Target (Rumic World III)	Rhea Gal Force	Ultraman
Dirty Pair	Legacium	Robot Carnival	Urusei Yatsura
Dragon Ball	Legend of Sirius	Saint Seya	Vampire Hunter 'D'
Dragon Century	[Sea Princess and the Fire Child]	Samurai	Vampire Princess Miyu
Dragon War Chronicles	Lensman	Scoopers	Venus Wars
Dream Hunter Rem	Locke the Superman	Sherlock Hound	Windaria
Estaban, Child of the Sun [Mysterious Cities of Gold]	[Locke the Superpower]	Shurato	[Once upon a Time]
Etranger	Lovely Betty	Space Adventure Cobra	Wings of Honneamise
Eye City	Lupin III	Space Cruiser Yamato	[Royal Space Force]
Fandora	M.D. Geist	[Starblazers]	Xabungle
Fire Tripper	Mach Go Go	Stardust Project	[Sabre Riders and Star Sheriffs]
Future Boy Conan	[Speed Racer]	Starzinger	Xanadu
Gakeen [Magnos]	Machron I	[Space Keteers 'Force Five']	Yawara
Galaxy Express 999	[Goshogun]	Sukeban Deka (Super Ninja Girls)	Yotoden
Gall Force	Macross	Supergal (Rumic World II)	Zeta Gundam
Gatchman [Battle of the Planets]	[Clash of the Bionoids]	Supernatural Beast City	Zillion
Gemini Prophecies	Macross, Southern Cross, Mospeada	Techno Police	
Genesis Climber Mospeada	[Robotech]		
Genma Taisen (Harmagedon)	Madox-01		
Getta Robo G [Stavengers 'Force Five']	Maison Ikkoku		
Giant Gorg	Maple Town		
God Bless Dancougar	Mazinger Z		
Golgo 13	[Tranzor Z]		
Grave of the Fireflies	Megazone 23		
Gunbuster	Midnight Eye Goku		
Gundam	Mighty Atom		
Guyver	Mobile Suit Gundam		
	Monster City (Yoji Toshi)		
	Mutaking		
	My Youth in Arcadia		
	[Vengeance of the Space Pirate]		
	Nadia		
	Nausicaa of the Valley of Wind		
	[Warriors of the Wind]		
	Odin		
	Open The Door		

There is much to know about these animé. Some of the information we are trying to collect (and this is a request for as much as you may feel able to offer) will include but not be limited to:

ORIGIN: TV Series, Movie, OAV.

DESCRIPTION: Length, (Year, Number of Episodes, Titles (Original Japanese, Japanese translated to English, New English title), Creator, Synopsis, Color or B/W, Media (Tape, Laser disc) Characters, Complete story by itself or part of a series, Type of story (SF, Fantasy,...).

EVALUATION: Quality of animation, quality of story or plot, Quality of associated music. And more, much more. □

## CLASSIFIED ADVERTISEMENTS

This space will be reserved for readers to advertise items and services they wish to buy, sell or trade. Of course, we encourage you to advertise Animé-related goods and services.

### WANTED TO BUY:

Nausicaä poster - vertical, Nausicaä & Teto. This poster is identical to the cover scene on the Nausicaä Viz comic books in English, book #6. Reply to Mark Weiss, 253 Carmen Hill #2, New Milford, CT 06776.

### HELP ME FIND:

Any fan club, publication, APA, Collector or just another fan(atical) of Orange Road, Urusei Yatsura and Project A-KO. Want to get scripts, program guides and find individuals willing to swap related collectables. Bill Ames P.O. Box 279, Botsford, CT 06404.

### Classified Ad Rates:

Classified (non-display) advertising is free to our members.

Mail classified ad copy at least two weeks in advance of the issue date, to:

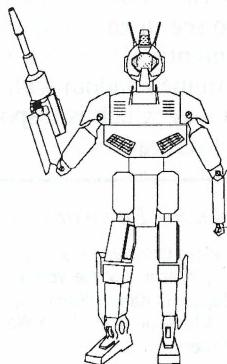
Hokubei Animé-kai  
J.A.N.R. Classifieds  
P.O. Box 279  
Botsford, CT 06404

Display ads available, please inquire on rates.

## YOU!

One of the basic goals of this fellowship of animé fans is to promote the best of the Japanese animé (and associated music, art, stories,...) throughout the world. To do this successfully requires that "you", the individual reading this and sharing this goal, must do whatever he or she can to accomplish this task. Currently, "you" are the individuals that we have in our group plus those who we have come to know through correspondence, computer bulletin boards, other fan clubs and just personal friends that share our interests. However,

this is but a drop in the bucket compared to the total number of individuals who would enjoy the animé if only they knew about it. It us up to all of us to use whatever means at our disposal to help introduce the animé to these individuals. Some of the individuals who receive this premiere issue will also receive an extra copy in a stamped envelope, all ready for you to address and send to someone that you think might have some interest. "You" can do it and someday when your favorite animé finally appears on cable TV you will know that you had a small part in getting it there! □



## JAPANESE TV

One of the most unusual and fun experiences I have had was watching some animé that was recorded, with commercials, directly from the original broadcast. When I obtained these tapes of the *Urusei Yatsura* TV shows I was most surprised to see that they included commercials! I had 14 tapes with 4 shows per tape and thus also had quite a collection of commercials. Well to say

the least, they were almost all much better than even the best we seem to have on the tube here. It got to a point where it was very frustrating because I was sold on the product but could not buy it here! So, if any one who reads this and would like to discuss this further or who can obtain some of the goodies offered or who can provide me with more tapes like this then please write. □

## THINGS TO COME

In future issues we will cover many animé related topics for your enjoyment and edification. Some of the material that is currently under development include articles on; *Orange Road*, Collectibles that you should have, obtaining animé scripts, Japanese versus English dialog, learning Japanese, available reference material, Animé Art and more. Many animé newsletters often request submissions and responses from club members and all who read the clubs

publications. This is true of ours also but to a lesser extent. As one of the major objectives of our organization is to promote animé to those who have not yet been introduced to this form of art and entertainment, it is necessary produce a newsletter that can at least stimulate the curiosity of the potential fan and provide help in getting these individuals access to the animé. If you can offer thoughts and ideas that will contribute to this then please send them posthaste. □

## Radio RED Alert!

For those of us who tune in Radio Japan International on the shortwave bands in the U.S. (5.960MHz on the 49 meter band), we may soon lose the opportunity to hear their broadcasts as relayed via Radio Canada International. Due to the war in the Persian Gulf, the Canadian Government has announced it will be cutting several services -including it's world broadcasting service, which includes Japanese programs from Radio Japan. Radio Japan has provided a valuable service to us all, through its various informative programs, including *Let's Learn Japanese*, a weekly language lesson. Ian McFarland, of Radio Canada, sent the following urgent message to Radio Japan:

"If you, as an RCI listener, feel that RCI is worth saving, we would encourage you to send a letter to the Canadian Government, giving your views..."

The message went on to list the following officials and their FAX numbers:

Prime Minister Brian Mulroney,  
House of Commons, Ottawa, Canada  
— FAX: 613-957-5636

Right Honorable Joe Clark,  
Minister for External Affairs,  
— FAX: 613-952-3904

The Honorable Marcel Masse, Minister of Communications,  
— FAX: 613-952-2429